

SESSION INFORMATION

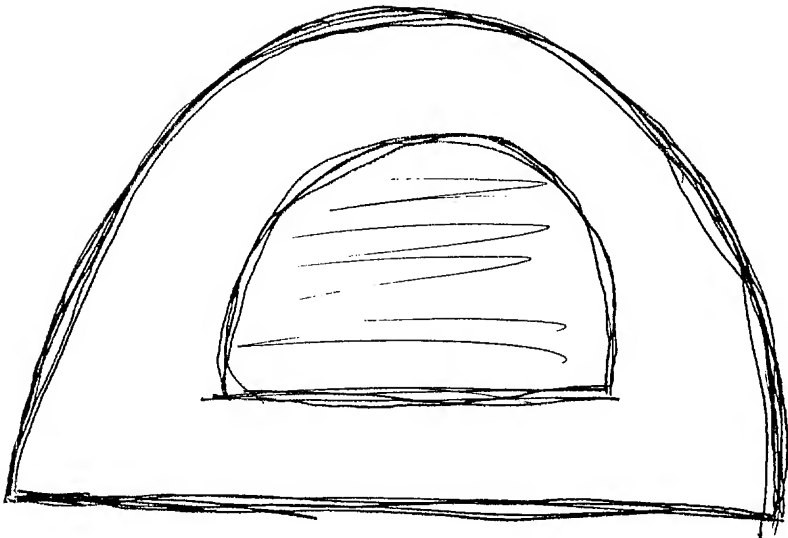
- A. TARGET DATA:
 Task/Target No. : 92-24-L
 Session No. : 1
- B. PERSONNEL DATA:
 Source No. : 052
 Monitor's No. : None
 Beacon/Sender No. :
- C. SESSION DATA:
 Date Task Received : 9 March 92
 Session Date : 9 March 92
 Time : 0905-1010
 Time : 1345-1420
 Method used : CRV
 Aids/Distractions (PIs) : None
 Pre-session hunches (AVs) : None
 Date Summary Returned : 9 March 92
- D. EVALUATION DATA:
 Viewer's Estimate : Medium
 Evaluator's Estimate :
- E. SESSION SUMMARY:

The target consists of moving shapes in water. The purpose of this seems to be for study, research, learning, and understanding (possibly biology). Trust seems to be an important part of the study.

There is at least one person in the target area that is wearing some type of underwater equipment (possibly scuba gear) with a helmet. However, there are more shapes in the water that are moving. There is also some type of structure, see sketch.

It is possible that this target has something to do with "sound in water", (such as working with dolphins, and/or sonar).

052
9 March 92
92-24-L



Feedback.

{	12 Mar 92	- 0 7 0	Y
		- 0 5 2	N
		- 0 2 5	N
		- 0 4 9	N

Target is
a video of
a motorcade/motorcade
scene w/ motorcade as
moving over an undulating
terrain

TASKING SHEET

SOURCE NO. _____

DATE 9 MAR '92

SUSPENSE: 9 MAR 92
1500

TASK NUMBER: 92-24-L

METHOD/TECHNIQUE: Method of choice

TARGET DATA:

1. DESCRIBE KEY TARGET FEATURES:

- Include forms, shapes, densities, dimensional aspects, colors, Dynamics.
- Provide an overhead, ground-level perspective.

2. IDENTIFY KEY TARGET CONTENT:

- Describe purpose, function, and people at the site (if any).
- Other: _____

3. PERSONALITY TARGET:

- Address physical, mental, emotional, intellectual and philosophical and professional aspects of target personality.
- Describe avocations and dominant interests.
- Describe notable accomplishments ascribed to the target personality.

✓ 4. DESCRIBE THE TARGET:

5. OPTIONAL COORDINATES: 711061/211471

6. COMMENTS:

This is a "nerve" target